

# BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION



## JUNIOR COMPETITION RULES

### Accompanying Documents

*“Code of Behaviour”, “Injury Code”, “Instructions for Scorers” and “Information for Umpires”.*

Confirmed by the Committee of Management 2<sup>nd</sup> February 2004  
Includes Junior Sub-Committee approved amendments to 18 September  
2006 &  
others approved at a Special Delegates’ Meeting on 12 December 2006

Typographical and other errors have been corrected 4 Oct '07.



*Please insert your club's name here*

*Please insert the team to which this copy has been issued*

*Please insert the name of the Team Manager/Coach to whom this copy has been issued*

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## **CODE OF BEHAVIOUR**

It is hoped that all matches will be conducted in the true spirit of the game of cricket. Cricket is a game of skills associated with a knowledge of rules. However, skills and knowledge are only part of the pleasure to be derived from playing the game.

Attitude and sportsmanship are vital ingredients.

To achieve this, team managers are to adopt and enforce the following Code of Behaviour.

1. In-going and out-going batters are to cross on the field of play.
2. Bowlers will return to the start of their run-up quickly, and be ready to bowl without wasting time.
3. Players will maintain a standard of dress commensurate with the game's traditions, and team and individual equipment will be serviceable and well maintained.
4. Players will respect the umpires by accepting decisions without dissent, and if possible, honestly assist the umpires in the making of difficult decisions.
5. Team managers will co-operate with each other in the "running" of the game, including preparation of the pitch and surrounds for play.
6. Team managers will thoroughly brief their teams regarding what is expected of them in terms of behaviour both on and off the field.
7. Fielders will move quickly between overs and whenever required to change position.
8. Team managers, umpires and captains will ensure that the setting and changing of the field is undertaken without wasting time.
9. Team managers, players and persons associated with junior teams will be courteous at all times to the umpires, and must not dispute or react in a disapproving manner, either towards an umpire, his decision, or generally, after an umpiring decision is given. When given out, a batter will walk quickly from the crease, and will not dawdle off the field or indulge in any ill-mannered tantrums.
10. Team managers, players and persons associated with junior teams will not make unnecessary or uncomplimentary remarks towards opponents.
11. Remember that the visiting team and umpires are guests and should be treated as such.

Good cricket is an attitude of mind. Good sportsmanship is a part of the game of cricket.

## **INJURY CODE**

1. Where a player suffers an injury which causes bleeding, the player will immediately retire from the game and First Aid will be administered to prevent further bleeding. The player will not resume playing unless the bleeding has stopped or the wound has been securely covered.
2. All home teams will provide a First Aid Kit which will be available to both teams. The First Aid Kit will contain as a minimum - bandages, cotton wool, gauze, adhesive plaster, bandaids, butterfly closures, scissors, tweezers, antiseptic, disposable gloves, disposable plastic bags, and an ice pack.
3. The names, addresses and telephone numbers of three local doctors or medical clinics available to give emergency treatment during the course of a match will be included in each team's scorebook.

## **RULES**

### **PREAMBLE**

1. These Rules apply to the Junior Section of the Box Hill Reporter District Cricket Association (BHRDCA).
2. As the Rules cannot cover all situations that may arise during a match, it is the responsibility of all players, officials and parents to ensure that matches are played in the right spirit, and respect is shown to opponents, team-mates, umpires and officials.
3. Team managers must foster participation and development at training and in matches. All players must be given a “fair go” so that they do not become disillusioned and lost to cricket through a lack of opportunities to bat and bowl.

### **1. GENERAL**

- 1.1 These Rules supersede all versions dated before the date shown in the footer.
- 1.2 Matches are to be played in accordance with these Rules, the BHRDCA Senior Rules and The Laws of Cricket (2000 Code 2nd Edition – 2003), except that the following Laws will not apply:
  - (a) Law 2.6 which states that 5 penalty runs will be awarded to the batting team if a player returns to the field without the umpire’s permission;
  - (b) Law 8.4 which specifies the dimensions of pitches, stumps and bails in junior cricket;
  - (c) Laws 16.6, 16.7 and 16.8 which specify the number of overs to be bowled in the last hour of a match;
  - (d) Law 24.6 which states that a No Ball is to be called if the ball bounces more than twice or rolls along the ground; and
  - (e) Laws 42.4 and 42.5 which state that 5 penalty runs will be awarded to the batting team if a member of the fielding team attempts to distract either batter.
- 1.3 The Junior Section will be divided into three age groups - Under 16, Under 14 and Under 12.
- 1.4 Each age group will be subdivided into grades as determined by the Junior Section Manager.
- 1.5 In these rules, Team A is the team that bats first, and Team B is the team that bats second.

### **2. MANAGEMENT OF TEAMS**

- 2.1 Each club must have a Junior Coordinator who will be the contact for all liaison and communication with the BHRDCA and other clubs in relation to junior teams.
- 2.2 Each team must have a Team Manager who:
  - (a) will be responsible for the conduct and safety of players; and
  - (b) will ensure that matches are played in the right spirit at all times.
- 2.3 Unless an official umpire or an official BHRDCA representative is appointed to a match, the team managers are to be responsible for all decisions regarding the conduct of the match.
- 2.4 The Junior Coordinator must ensure that team managers have read and understood these Rules, and that all team managers have a copy of the rules in their possession on match days.
- 2.5 Each club must have associated with its junior teams a person who is accredited by Cricket Australia as a Level 1 Coach, except that a new club entering the junior competition will not be required to comply with this rule during its first season.
- 2.6 The names and telephone numbers of each club’s Junior Coordinator, team managers and nominated Level 1 coach must be submitted to the Junior Section Manager by 8.00 pm on the first Thursday in October.

### **3. PLAYER ELIGIBILITY**

- 3.1 A male player must be less than the age limit for his team prior to 1 September preceding the start of the season.
- 3.2 A female player may be up to two years older than the age limit for her team.
- 3.3 A player is to play in the youngest age group that the player is eligible to play in, unless the player's parent or guardian has given written permission allowing the player to play in an older age group.
- 3.4 Clubs are requested to comply with the following minimum ages:
  - (a) Under 12 grades - 8 years old before 1 September preceding the start of the season;
  - (b) Under 14 grades - 11 years old before 1 September preceding the start of the season;
  - (c) Under 16 grades - 13 years old before 1 September preceding the start of the season.
- 3.5 Unless a permit has been granted by the Permit and Clearance Committee, a player must not play in a semi final or a grand final unless the player has played at least three matches during the current "Home and Away" season with that team.

### **4. REGISTRATION**

- 4.1 An official BHRDCA Junior Registration Form signed by the player's parent or guardian must be lodged with the player's club each season.
- 4.2 Bulk registrations for previously registered players must be submitted to the Junior Records Secretary by 8.00 pm on the last Thursday in October.
- 4.3 Registration forms for new players must be submitted to the Junior Records Secretary by the later of:
  - (a) 8.00 pm on the last Thursday in October; or
  - (b) 8.00 pm on the Thursday immediately following the completion of the player's first match.

### **5. CLEARANCES**

- 5.1 A clearance is required for a player who played with a different BHRDCA club during the previous season or the current season.
- 5.2 One copy of the clearance application must be lodged with the player's former club, and one copy must be lodged with the Junior Records Secretary.
- 5.3 If a clearance has not been granted or refused by the player's former club within 14 days of the application being lodged with the player's former club, the clearance will be automatically approved by the Junior Records Secretary.
- 5.4 A clearance granted by a player's former club must be lodged with the Junior Records Secretary before 8.00 pm on the Thursday before the first scheduled day of the match.

### **6. PERMITS**

- 6.1 After Round 7, unless a permit has been granted by the Permit and Clearance Committee, a player may not transfer to a team in a younger age group or a lower grade in the same age group (eg from Under 14B to Under 14C) if the player has played four or more matches in teams that are in older age groups or higher grades than the team that the player wishes to transfer to.
- 6.2 A player who requires a permit may not take part in a match unless the application for a permit has been lodged with the Chairman of the Permit and Clearance Committee before 8.00 pm on the Thursday before the first scheduled day of the match.

## **7. TEAM SHEETS**

- 7.1 Before the toss of the coin, the names of the players in each team must be:
- (a) listed on a team sheet handed to the team manager of the opposing team; or
  - (b) written in the opposing team's scorebook.
- 7.2 The nominated team may be changed after the start of the match, but only with the consent of the team manager of the opposing team, who is to initial any such change on the team sheet or in the scorebook.
- 7.3 A player who is not in the nominated team may field, but must not bat, bowl or wicket keep.

## **8. BREACHES OF RULES**

- 8.1 If a team breaches Rules 3, 4, 5, 6 or 7:
- (a) the team will lose all points it gained in matches in which a breach occurred, and
  - (b) the opposing team in each match in which a breach occurred will receive the greater of:
    - (i) six points, and
    - (ii) the points it gained in the match.

## **9. NUMBER OF PLAYERS**

- 9.1 A team must have at least seven players.
- 9.2 There is no limit on the maximum number of players in a team.
- 9.3 A club with a team that has more than 15 players should consider making arrangements for one or more players to play with another club on a permanent or rotation basis. Clubs may not enter into any such arrangements without the approval of the Junior Section Manager.
- 9.4 A club with a team that has 18 or more players should consider entering an additional team.
- 9.5 Each player may bat, bowl or keep wicket, regardless of the number of players in the team.
- 9.6 If a team only has seven (7) players to field, the opposition must supply sufficient substitute fielders to allow the fielding side to have ten (10) players, in accordance with the "Spirit of Cricket".

## **10. ATTIRE**

- 10.1 Players must wear predominantly white clothing.
- 10.2 Players must not have metal spikes or metal protrusions on their footwear.

## **11. BALLS**

- 11.1 A 142 gram two-piece leather ball is to be used in Under 12 grades.
- 11.2 A 156 gram two-piece leather ball is to be used in Under 14 and Under 16 grades.
- 11.3 The balls do not have to be stamped with the BHRDCA logo.
- 11.4 A new ball or a used ball may be used at the start of each innings.

## **12. PLAYING CONDITIONS**

- 12.1 The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.
- 12.2 If an official umpire has been appointed to a match, decisions about whether conditions are fit for play to commence, resume or continue are the responsibility of the official umpire.
- 12.3 If an official umpire has not been appointed to a match, the team managers are responsible for decisions about the fitness of conditions. In such cases, play will not commence, continue or resume unless the team managers agree.

- 12.4 If a total of 60 minutes or less has been lost due to wet conditions delaying the start of play or interrupting play on one or more occasions, play may not be called off unless both team managers agree to do so.
- 12.5 If a total of more than 60 minutes has been lost due to wet conditions delaying the start of play or interrupting play on one or more occasions, either team manager is be entitled to call off play.
- 12.6 Play is to be cancelled if the maximum temperature for that day is forecast to be 40 degrees or more on the news bulletin on ABC Radio 774 at 7.45 am.
- 12.7 If less than 20 overs are bowled on the first day of a Two Day match during the “Home and Away” season, unless Team A has been dismissed, that day’s play is to be cancelled and the match is to be played as a One Day match the following week.
- 12.8 If any player batting or wicket keeping requires a drink other than in a scheduled drinks break in hot weather it is to be granted. No more than one (1) drink break can be taken, Time frame two (2) minutes.
- 12.9 Grounds are to be measured with a rope for cones to be put out for the boundary when not using the boundary fence. These are forty (40) metres for under 12 and fifty (50) metres for under 14.

### **13. DATES AND DURATION OF MATCHES**

- 13.1 Matches are to be played on dates set by the Junior Section Manager subject to ratification and/or amendment by the Committee of Management.
- 13.2 Matches during the “Home and Away” season will be One Day matches or Two Day matches:
  - (a) on Saturdays; or
  - (b) on other days if agreed to by both teams and approved by the Junior Section Manager.

### **14. START OF PLAY**

- 14.1 During the “Home and Away” season:
  - (a) matches on Saturdays will start at 8.30 am;
  - (b) matches on other days will start-
    - (i) at a time agreed to by the team managers of the competing teams, or
    - (ii) at a time specified by the Junior Section Manager if the team managers do not agree on a starting time.
- 14.2 Semi final and grand final matches will start at 8.30 am.

### **15. END OF PLAY**

- 15.1 Giving due regard to the provisions of rule 15.3 play will end when the following numbers of overs have been bowled regardless of the time:
  - (a) in Under 12 grades - 44 overs less two overs for every eight minutes delay to the start of play or interruption to play;
  - (b) in Under 14 and Under 16 grades - 50 overs less two overs for every seven minutes delay to the start of play or interruption to play.
- 15.2 The number of overs to be bowled is not reduced if there is a change of innings.
- 15.3 No under-age match will continue beyond 12noon under any circumstances. Further -
  - (a) Unless a result, or a second innings reversal of one is imminent (and there are overs remaining) **play shall cease at 11:45am;**
  - (b) Team Managers (and appointed umpires) are responsible for keeping the rate of overs at an appropriate level.
  - (c) If a late start occurs, play is interrupted or delayed due to weather etc, or for exceptional circumstances then overs are to be reduced accordingly.

Failure to complete the required overs within the allowed time could be deemed a breach of the rules and expose offending teams/clubs to a penalty.

#### **16. COMPULSORY CLOSURE - ONE DAY MATCHES**

- 16.1 If the start of play is not delayed, and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed after Team A has received:
- (a) in Under 12 grades - 22 overs;
  - (b) in Under 14 and Under 16 grades - 25 overs.
- 16.2 If the start of play is delayed, or if Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed after Team A has received the greatest of:
- (a) in Under 12 grades-
    - (i) 22 overs less one over for every eight minutes delay to the start of play or interruption to Team A's innings,
    - (ii) the number of overs bowled before any interruption to Team A's innings,
    - (iii) 15 overs;
  - (b) in Under 14 and Under 16 grades-
    - (i) 25 overs less one over for every seven minutes delay to the start of play or interruption to Team A's innings,
    - (ii) the number of overs bowled before any interruption to Team A's innings,
    - (iii) 17 overs,
- 16.3 Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A was entitled to receive before compulsory closure.
- 16.4 For the purposes of this rule, an over that has not been completed will count as a completed over.

#### **17. COMPULSORY CLOSURE - TWO DAY MATCHES**

- 17.1 If the start of play on the first day is not delayed and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed at the end of play on the first day.
- 17.2 If the start of play on the first day is delayed and/or Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed on the second day after Team A has received:
- (a) in Under 12 grades - one over for every eight minutes lost on the first day less one over for every eight minutes delay or interruption on the second day before compulsory closure;
  - (b) in Under 14 and Under 16 grades - one over for every seven minutes lost on the first day less one over for every seven minutes delay or interruption on the second day before compulsory closure.
- 17.3 If Team A's first innings was compulsorily closed, Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A received.
- 17.4 If team A's first innings is interrupted on day one team A can complete its first innings on the second day. Completion of team A's innings shall be when it has received half the total number of overs on the first day added to the number of overs to be bowled on the second day.
- Example: Team A receives 45 overs on the first day, it is therefore entitled to receive a further two overs on day two before team B bats.  $45+50=95/2=47.5$  or 47. Team B is to face 47 overs.

#### **18. COMPULSORY CLOSURE - SEMI FINALS AND GRAND FINALS**

- 18.1 Team A's first innings is to be compulsorily closed after Team A has received:
- (a) in Under 12 grades - 44 overs;
  - (b) in Under 14 and Under 16 grades - 50 overs.
- 18.2 Team B's first innings is to be compulsorily closed:

- (a) in Under 12 grades - after 88 overs have been bowled in the match; or
- (b) in Under 14 and Under 16 grades - after 100 overs have been bowled in the match.

## **19. INTERVALS BETWEEN INNINGS AND DRINKS BREAKS**

- 19.1 There will be a 10 minute interval between innings in all matches.
- 19.2 Unless there has been an interval between innings less than 15 minutes beforehand, a 10 minute drinks break is to be taken at the completion of the over in progress:
  - (a) for matches starting at 8.30 am - at 10.00 am;
  - (b) for matches on other days - at a time agreed by the team managers before the start of play.
- 19.3 In hot weather, extra drinks breaks may be taken at times agreed by the team managers before the start of play.
- 19.4 If a wicket falls during the last over before a scheduled drinks break, the drinks break is to be taken immediately.

## **20. FOLLOW ON**

- 20.1 Team B may be compelled to follow on if its first innings score is 50 runs or more behind Team A's first innings score.

## **21. BATTING**

- 21.1 Batters in all grades must wear a helmet with a grille.
- 21.2 Each team must have at least three helmets available for the duration of each match.
- 21.3 More than 11 players may bat, but a team will be dismissed when it has lost ten wickets.
- 21.4 A batter may be non-compulsorily retired by the team manager at any time.
- 21.5 A batter may be non-compulsorily retired twice, but the second non-compulsory retirement will be deemed to be a dismissal.
- 21.6 A batter is to be compulsorily retired at the end of the over in which the batter's score reaches:
  - (a) in Under 12 grades - 35 runs;
    - (i) except in C grade - 25 runs;
  - (b) in Under 14 grades - 50 runs;
  - (c) in Under 16 grades - 100 runs.
- 21.7 A batter who was compulsorily retired:
  - (a) may not return to bat ahead of a player who has not batted; and
  - (b) may not return to bat ahead of a player who was non-compulsorily retired.
- 21.8 A batter who was non-compulsorily retired may not return to bat ahead of a player who has not batted.
- 21.9 If two or more batters were compulsorily retired, they are to return to bat in the order of their retirement.
- 21.10 If two or more batters were non-compulsorily retired, they are to return to bat in the order of lowest to highest score, or in the order listed in the scorebook if two or more of them made the same score.
- 21.11 If a batter who was compulsorily or non-compulsorily retired fails to return to bat, the batter will be deemed to be dismissed unless the failure to return to bat was due to injury, illness or absence.
- 21.12 In Under 12C grade, a batter:
  - (a) will not be given out unless the batter has faced at least two balls;
  - (b) will not be given out "stumped" unless one of the umpires has given the batter a warning about the possible consequences of moving outside of the crease; and
  - (c) will not be given out "lbw".

- 21.13 In Under 12B and Under 12C grades, if a team has less than 11 players and all batters except for one have been dismissed, a batter who has been dismissed may return to bat as follows:
- (a) batters are to return to bat in the order of lowest to highest score, or in the order listed in the scorebook where two or more batters made the same score;
  - (b) the batter is to be treated as a new batter for the purposes of compulsory retirement and non-compulsory retirement;
  - (c) separate entries are to be made in the scorebook and the Match Report for players who batted twice;
  - (d) this rule will not apply in finals.
- 21.14 If a batter who has temporarily retired hurt is unable to return after the fall of the second last wicket, the batter will be deemed Retired Hurt and the innings of the batting team will be closed.
- 21.15 If a batter involved in the last wicket partnership is injured:
- (a) a maximum of ten minutes is to be allowed for the batter to recover;
  - (b) if the injury occurs within ten minutes of a scheduled break, the break is to be taken immediately;
  - (c) if the batter is unable to resume within the ten minute time limit or at the end of the break, the batter will be deemed Retired Hurt and the innings of the batting team will be closed.

## **22. BOWLING**

### 22.1 In Under 12 grades:

- (a) a player must not bowl-
  - (i) more than 5 overs in an innings in a One Day match,
  - (ii) more than 8 overs in an innings in a Two Day match or a final,
- (b) all players except one must have bowled two overs before any player may bowl a third over;
- (c) except for the last over of an innings, the over is to end-
  - (i) in Under 12A and Under 12B grades - after eight deliveries have been bowled, regardless of the number of No Balls and Wides called,
  - (ii) in Under 12C grades - after six deliveries have been bowled, regardless of the number of No Balls and Wides called;
- (d) the last over of a match is to end after six fair deliveries have been bowled, regardless of the number of No Balls and Wides called;
- (e) a player may be exempted from bowling if-
  - (i) the player is injured during a match and the injury prevents the player from bowling, or
  - (ii) the Junior Records Secretary has received written notification before 8.00 pm on the preceding Friday that the player has a pre-existing injury or disability that prevents the player from bowling, and the player's team manager has a copy of that notification endorsed by the Junior Records Secretary.

### 22.2 In Under 14 grades, a player must not bowl:

- (a) more than 5 overs within the first 30 overs of an innings;
- (b) more than 5 overs in an innings in a One Day match;
- (c) more than 10 overs in an innings in a Two Day match or a final;

### 22.3 In Under 16 grades, a player must not bowl:

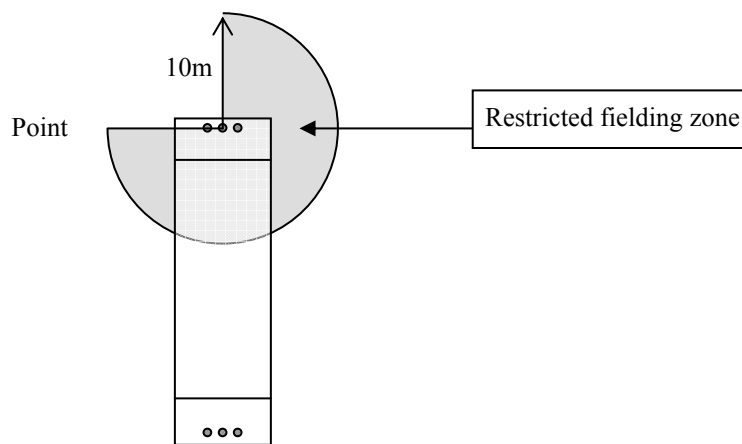
- (a) more than 6 overs within the first 30 overs of an innings;
- (b) more than 6 overs in an innings in a One Day match;
- (c) more than 12 overs in an innings in a Two Day match or a final;

### 23. WICKET KEEPING

- 23.1 Players in Under 12 grades must wear a helmet with a grille when wicket keeping.
- 23.2 Team managers are to encourage players in Under 14 grades to wear a helmet with a grille when wicket keeping.
- 23.3 All wicket keepers in all grades, when keeping up to the stumps shall be required to wear a helmet.

### 24. FIELDING

- 24.1 If a team has more than 11 players, all players may field provided that not more than 11 players from the bowling team are on the field at any time.
- 24.2 A restricted fielding zone is to be used in Under 12 grades and Under 14 grades. The restricted fielding zone extends from the middle stump at the batting end in a straight line for 10 metres to point, then in an arc with a radius of 10 metres to the pitch, to square leg, to a point directly behind the stumps, and then back to the middle stump.
- 24.3 The umpire at the bowler's end is to prevent the ball being delivered if a player other than the wicketkeeper is in or enters the restricted fielding zone before the ball is delivered.



### 25. NO BALLS

- 25.1 Either umpire is to call and signal No Ball if:
  - (a) regardless of the pace of the ball, the ball reached, or would have reached, the striker on the full above waist height when the striker is in the normal guard position (ie not as a result of the striker moving out of the crease or bending over);
  - (b) regardless of the pace of the ball, in One Day matches in Under 16 grades and in all matches in Under 12 and Under 14 grades, the ball bounced and reached, or would have reached, the striker above shoulder height when the striker is in the normal guard position;
  - (c) in Under 12 grades and Under 14 grades, a player enters the restricted fielding zone after the ball has been delivered but before the ball hits the bat or hits the striker's body or equipment, or passes the stumps;
  - (d) the ball strikes the concrete between the mats, or the mat's bindings or lashings.
- 25.2 The umpire at the bowler's end is to call and signal No Ball if:
  - (a) when the bowler's front foot lands, no part of the front foot, whether grounded or raised, is behind the back edge of the popping crease;
  - (b) the ball bounces on or outside the edge of the pitch before reaching the striker (ie this is not a Wide).

- 25.3 The umpire at the bowler's end is to call and signal No Ball and Dead Ball if the ball comes to rest in front of the line of the striker's wicket without having touched the striker's bat or body or equipment. The striker may not play the ball.
- 25.4 A No Ball is not to be called if the ball bounces more than once or rolls along the pitch before reaching the striker.
- 25.5 If a No Ball is called:
- (a) a one run penalty is to be awarded in addition to any runs made by the batters or boundary runs, and any other penalty runs;
  - (b) the one run penalty is to be scored as a No Ball extra;
  - (c) any runs made by the batters or boundary runs-
    - (i) are to be scored to the striker if the ball hit the striker's bat,
    - (ii) are to be scored as No Ball extras if the ball did not hit the striker's bat (ie not to be scored as Byes or Leg Byes), and the umpire is to indicate the ball did not hit the batter's bat by giving the signal for a Bye or Leg Bye after giving the signal for a No Ball;
  - (d) the one run penalty and any runs made by the batters or any boundary runs are to be scored against the bowler.

## **26. WIDES**

- 26.1 The ball is to be considered as passing wide of the striker if the umpire judges that it is not sufficiently within the striker's reach for the ball to be hit by means of a normal cricket stroke.
- 26.2 A Wide must be called and signalled if:
- (a) the delivery is not a No Ball (ie a No Ball overrides a Wide);
  - (b) the ball passes wide of where the striker is standing and would also have passed wide of the striker standing in a normal guard position.
- 26.3 A Wide must not be called if the striker moves and thereby causes the ball to:
- (a) pass wide of the striker; or
  - (b) come within the striker's reach.
- 26.4 If a Wide is called:
- (a) a one run penalty is to be awarded in addition to any runs made by the batters or boundary runs, and any other penalty runs;
  - (b) the one run penalty is to be scored as a Wide extra;
  - (c) any runs made by the batters or boundary runs are to be scored as Wide extras (ie not as Byes);
  - (d) the one run penalty and any runs made by the batters or any boundary runs are to be scored against the bowler.

## **27. SCORES REPORTS**

- 27.1 The "Home" team must lodge a Scores Report by calling the BHRDCA telephone answering service on 9877 4438 before 8.00 pm on each day of the match or as otherwise directed by the Junior Section Manager, even if play is totally washed out.
- 27.2 The Scores Report is to include:
- (a) the grade, names of the competing teams, and the round number;
  - (b) the wickets lost and runs scored in each innings; and
  - (c) the name and performance details of any player who scored 30 or more runs, or took 3 or more wickets. For under 12C grades only: 25 runs or 3 wickets or more performance details to be provided.
- 27.3 A club will be liable for a fine in accordance with the Schedule of Fines in the Senior Rules for a breach of Rule 28.1.

## **28. MATCH REPORTS**

- 28.1 The “Home” team must lodge a Match Report with the Junior Records Secretary by 8.00 pm on the Tuesday following the completion of the match or as otherwise directed by the Junior Section Manager.
- 28.2 The report is to include:
- (a) the grade, names of competing teams, round number, and the dates of the match;
  - (b) the initial and surname of each player who was listed in the nominated team, except that if there are two players with the same initial and surname, the first name of both players must be shown;
  - (c) for each player who batted - the player’s score and method of dismissal (players who were non-compulsorily retired or compulsorily retired are to be shown as “Retired”);
  - (d) for each player who bowled - the number of overs bowled, wickets taken and runs scored from the player’s bowling;
  - (e) the total of No Ball and Wide extras;
  - (f) the total of Bye and Leg Bye extras;
  - (g) the wickets lost and runs scored.
- 28.3 If a match is totally washed out, each team must lodge a match report that lists the names of its players.
- 28.4 A club will be liable for a fine in accordance with the Schedule of Fines in the Senior Rules for a breach of Rule 27.

## **29. TEAM MANAGERS’ REPORT ON UMPIRE(S)**

Where applicable, both Team Managers must jointly complete and sign an Umpire(s) Report Form at the end of each match. The home team is responsible for sending this report to the association by the Tuesday following completion of the match.

## **30. MATCH RESULTS AND MATCH POINTS**

- 30.1 Matches where an outright win or outright tie is not achieved will be classed as a first innings tie, a first innings win, or a draw as follows:
- (a) a first innings tie will occur if Team B’s first innings score is equal to Team A’s first innings score, regardless of the number of overs Team B has received;
  - (b) Team B will be awarded a first innings win if Team B’s first innings score is greater than Team A’s first innings score, regardless of the number of overs Team B has received;
  - (c) Team A will be awarded a first innings win if Team A’s first innings score is greater than Team B’s first innings score, and Team B has been dismissed or its first innings has been compulsorily closed;
  - (d) a draw will occur if Team B’s first innings score is less than Team A’s first innings score, and Team B has not been dismissed and has not received the number of overs it was entitled to receive before compulsorily closure.
- 30.2 Points will be awarded in all grades as follows:
- (a) 10 points for an outright win if ahead on first innings;
  - (b) 8 points for an outright win if a tie on first innings;
  - (c) 7 points for an outright tie if ahead on first innings;
  - (d) 6 points for an outright win if behind on first innings;
  - (e) 5 points for an outright tie if a tie on first innings;
  - (f) 6 points for a first innings win if no outright win or outright tie;

- (g) 4 points for a first innings win if beaten outright;
- (h) 3 points for a first innings tie if no outright win or outright tie;
- (i) 3 points for an outright tie if behind on first innings;
- (j) 2 points for a first innings tie if beaten outright;
- (k) 2 points for a draw.

30.3 If a team has a bye or receives a forfeit, the team will be awarded:

- (a) two points if all matches in that grade in that round are drawn; or
- (b) six points in all other cases.

### **31. SEMI FINALS AND GRAND FINALS**

31.1 Semi finals are to be played:

- (a) between the teams that finished in first place and fourth place on the ladder; and
- (b) between the teams that finished in second place and third place on the ladder.

31.2 If a semi final finishes without at least a first innings result, the team that finished higher on the ladder at the end of the "Home and Away" season will be declared the winner.

31.3 Grand finals are to be played between the winners of the semi finals.

31.4 If a grand final finishes without at least a first innings result, the premiership will be shared between the two teams.

### **32. UMPIRES**

32.1 In matches during the "Home and Away" season, each team is to provide an umpire who may help the players with field settings and bowling changes.

32.2 Each club is to nominate a person to act as a neutral umpire in a semi final.

32.3 Failure to nominate a person to act as a neutral umpire will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.

32.4 The Junior Section Manager will advise the nominated person of the names of the competing clubs and the venue.

32.5 If a neutral umpire has been appointed to a semi final or a grand final, the competing teams must pay the umpire an amount specified by the Junior Section Manager.

32.6 If one neutral umpire has been appointed to a semi final or a grand final, the square leg umpire is to be provided by the batting team.

### **33. TROPHIES**

33.1 Trophies will be awarded for the highest batting average and the lowest bowling average at the end of the "Home and Away" matches, and for any other individual or team performances at the discretion of the Junior Section Manager.

33.2 To be eligible for a trophy, a player must meet the following qualification requirements:

- (a) Under 12 grades-
  - (i) batted in at least six innings and scored at least 120 runs,
  - (ii) bowled at least 20 overs and taken at least 10 wickets;
- (b) Under 14 grades-
  - (i) batted in at least six innings and scored at least 150 runs,
  - (ii) bowled at least 30 overs and taken at least 15 wickets;
- (c) Under 16 grades
  - (i) batted in at least six innings and scored at least 200 runs,

(ii) bowled at least 40 overs and taken at least 20 wickets.

33.3 If no player meets the qualification requirements, the trophy will be awarded to the player who scored the most runs, or took the most wickets. If two or more players scored the same number of runs or took the same number of wickets, the trophy will be awarded to the player with the highest batting average or the lowest bowling average.

#### **34. FORFEITURE OF MATCHES**

34.1 A club that is unable to field a team on any day of a match must inform the Junior Section Manager and the Junior Coordinator of the opposing club by 8.00 pm on the day before the match is due to start or continue.

34.2 Failure to comply with this rule will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.

#### **35. MEETINGS**

35.1 Meetings of Junior Delegates will be held on dates specified by the Junior Section Manager.

35.2 Each club must be represented at each meeting by a nominated delegate or a proxy.

35.3 Failure to comply with this rule will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.

#### **36. PROTESTS**

36.1 All protests must be:

- (a) made in writing on official Club letterhead paper;
- (b) signed by the Club's Junior Coordinator, and the President or Secretary; and
- (c) submitted to the Junior Section Manager by 8.00 pm on the Tuesday immediately following the completion of the match which is the subject of the protest.

36.2 The club making the protest must lodge a deposit of \$20.00 which will be forfeited to the BHRDCA if the Junior Section Manager considers that the protest is frivolous.

36.3 The Junior Section Manager will provide a copy of the protest to the club against which the protest is lodged.

36.4 Protests will be considered by a panel comprising the Junior Section Manager, Junior Competition Manager, and Junior Records Secretary.

36.5 All decisions about protests will be final, and there will not be any right of appeal.

#### **37. MATCH DAY REQUIREMENTS FOR TEAM MANAGERS/COACHES**

37.1 All clubs must ensure that Team Managers and Coaches are provided with a copy of the Junior Rules, appropriate scorebook and umpire's counter.

## INSTRUCTIONS FOR SCORERS

### WICKETS

1. To avoid confusion between wickets and wides, show a wicket as an X, not as a W, in the bowling section of the scorebook

### BYES AND LEG BYES

If the umpire signals Byes or Leg Byes from a delivery that is not a No Ball or a Wide ...

1. The runs made by the batters are scored as Byes or Leg Byes.
2. Nil runs are scored against the bowler.
3. Use a dot to indicate that nil runs are scored against the bowler

### NO BALLS

If the umpire signals a No Ball ...

1. The batting team scores a one run penalty plus any runs made by the batters.
2. If the ball hit the striker's bat, the one run penalty is scored as a No Ball, and any runs made by the batters are scored to the striker. If you are not sure if the ball hit the striker's bat, ask the umpire.
3. If the ball did not hit the striker's bat, the one run penalty and any runs made by the batters are all scored as No Balls (ie the runs made by the batters are not scored as Byes or Leg Byes). Note - the umpire may signal Byes as well as No Ball to indicate that the ball did not hit the striker's bat. If he does not, and you are not sure if the ball did not hit the striker's bat, ask the umpire.
4. The one run penalty and any runs made by the batters are all scored against the bowler.
5. Show the number of runs scored against the bowler inside a circle\*.

### WIDES

If the umpire signals a Wide ...

1. The batting team scores a one run penalty plus any runs made by the batters.
2. The one run penalty and any runs made by the batters are all scored as Wides (ie the runs made by the batters are not scored as Byes or Leg Byes).
3. The one run penalty and any runs made by the batters are all scored against the bowler.
4. In the bowling section, show the number of runs scored against the bowler inside a circle\*.

\* This method is considered to be the simplest way of showing a No Ball or a Wide.

The circle indicates the delivery was not a "fair" delivery (ie a No Ball or a Wide). The number indicates the runs scored against the bowler, in the same way that a number (not inside a circle) indicates the runs scored against the bowler from a "fair" delivery.

There is no need to use different symbols for a No Ball and a Wide as neither is a "fair delivery", and other commonly-used symbols for a Wide (eg crosses, squares or a number beside a W) can be confusing and difficult to show clearly, especially if there are several No Balls or Wides in an over.

### EXAMPLE

First ball - nil runs (or Byes or Leg Byes)	Dot	Fifth ball - nil runs (or Byes or Leg Byes)	Dot
Second ball - 2 runs made by batters	2	Sixth ball - No Ball, no runs made by batters	1 in circle
Third ball - wicket	X	Seventh ball - nil runs	Dot
Fourth ball - Wide, 4 runs made by batters	5 in circle	Eighth ball - 1 run made by batters	1

## INFORMATION FOR UMPIRES

The Junior Rules which affect “what happens in the middle” are summarised below. Please refer to the wording in the Junior Rules for detailed information.

### **RULE 1 - GENERAL**

Matches are to be played in accordance with The Laws of Cricket (2000 Code 2nd Edition – 2003), except:

- a No Ball will not be called if the ball bounces more than twice or rolls along the pitch; and
- penalty runs will not be awarded in certain situations.

### **RULE 12 - PLAYING CONDITIONS**

The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.

### **RULE 20 - INTERVALS BETWEEN INNINGS AND DRINKS BREAKS**

There is to be a 10 minute interval between innings in all matches.

Unless there has been an interval between innings less than 15 minutes beforehand, a 10 minute drinks break is to be taken at the completion of the over in progress at 10:00 am (or at agreed times for matches that are not on Saturday mornings).

In hot weather, extra drinks breaks are to be taken at times agreed before the start of play.

If a wicket falls during the last over before a drinks break, the drinks break is to be taken immediately.

### **RULE 22 - BATTING**

Batters in **all grades** must wear a helmet with a grille.

In **Under 12C grade**, a batter:

- will not be given out unless the batter has faced at least two balls;
- will not be given out “stumped” unless one of the umpires has given the batter a warning about the possible consequences of moving outside of the crease; and
- will not be given out “lbw”.

If a batter involved in the last wicket partnership is injured, a maximum of ten minutes is allowed for the batter to recover. If the injury occurs within ten minutes of a scheduled break, the break is to be taken immediately.

### **RULE 23 - BOWLING**

In **Under 12 grades**:

- a player must not bowl - more than 5 overs in an innings in a One Day match, more than 8 overs in an innings in a Two Day match or a semi final, more than 12 overs in an innings in a grand final;
- all players except one must have bowled two overs before any player may bowl a third over;
- except for the last over of a match, the over is to end after eight deliveries [under 12 A&B] and six deliveries [under 12 C] have been bowled, regardless of the number of No Balls and Wides called.
- the last over of a match is to end after six fair deliveries have been bowled, regardless of the number of No Balls and Wides called;
- a player may be exempted from bowling if the player is injured during a match and the injury prevents the player from bowling, or if the player has a pre-existing injury or disability.

In **Under 14 grades**, a player must not bowl - more than 5 overs within the first 30 overs of an innings, more than 5 overs in an innings in a One Day match, more than 10 overs in an innings in a Two Day match or a semi final, more than 15 overs in an innings in a grand final.

In **Under 16 grades**, a player must not bowl - more than 6 overs within the first 30 overs of an innings, more than 6 overs in an innings in a One Day match, more than 12 overs in an innings in a Two Day match or a semi final, more than 18 overs in an innings in a grand final.

#### **RULE 24 - WICKET KEEPING**

Players in **Under 12 grades** must wear a helmet with a grille when wicket keeping, and team managers are to encourage players in Under 14 grades to wear a helmet with a grille when wicket keeping.

#### **RULE 25 - FIELDING**

A restricted fielding zone is to be used in **Under 12 grades** and **Under 14 grades**. The restricted fielding zone extends from the middle stump at the batting end in a straight line for 10 metres to point, then in an arc with a radius of 10 metres to the pitch, to square leg, to a point directly behind the stumps, and then back to the middle stump.

The umpire at the bowler's end is to prevent the ball being delivered if a player other than the wicketkeeper is in or enters the restricted fielding zone before the ball is delivered.

#### **RULE 26 - NO BALLS**

Either umpire is to call and signal No Ball if:

- regardless of the pace of the ball, the ball reached, or would have reached, the striker on the full above waist height when the striker is in the normal guard position (ie not as a result of the striker moving out of the crease or bending over);
- regardless of the pace of the ball, in One Day matches in **Under 16 grades** and in all matches in **Under 12 grades** and **Under 14 grades**, the ball bounced and reached, or would have reached, the striker above shoulder height when the striker is in the normal guard position;
- in **Under 12 grades** and **Under 14 grades**, a player enters the restricted fielding zone after the ball has been delivered but before the ball hits the bat or the striker's body or equipment, or passes the stumps;
- the ball strikes the concrete between the mats, or the mat's bindings or lashings.

The umpire at the bowler's end is to call and signal No Ball if:

- when the bowler's front foot lands, no part of the front foot, whether grounded or raised, is behind the back edge of the popping crease;
- the ball bounces on or outside the edge of the pitch before reaching the striker (ie this is NOT a Wide).

The umpire at the bowler's end is to call and signal No Ball and Dead Ball if the ball comes to rest in front of the line of the striker's wicket without having touched the striker's bat or body or equipment. The striker may not play the ball.

A No Ball will not be called if the ball bounces more than once or rolls along the pitch.

**Note** - If the batters make runs from a No Ball which did not hit the striker's bat, after signalling No Ball, the umpire is to signal Byes to indicate to the scorers that the ball did not hit the striker's bat.

#### **RULE 27 - WIDES**

The ball is to be considered as passing wide of the striker if the umpire judges that it is not sufficiently within the striker's reach for the ball to be hit by means of a normal cricket stroke.

A Wide is to be called and signalled if the delivery is not a No Ball (ie a No Ball overrides a Wide), and the ball passes wide of where the striker is standing and would also have passed wide of the striker standing in a normal guard position.

A Wide must not be called if the striker moves and thereby causes the ball to pass wide of the striker, or come within the striker's reach.